Dr. Peggy Shannon-Baker will be presenting her work titled “Like a stranger in my own life”: Comparing in-country and reverse culture shock to understand the ongoing impact of cross-cultural exchanges

- The literature on acculturation (or how we adjust to being in a new cultural environment) typically conceptualizes this as a relatively linear process.
- However, based on data collected during a two-year mixed methods study, I found that experiences of reverse culture shock upon returning home from short-term international programs were as salient as the in-country culture shock students experienced while abroad.
- This presentation shares the findings from that research that call for a more cyclical and process-oriented conceptualization of acculturation.

Dr. Shelli Casler-Failing will report on her work incorporating LEGO robotics in a 7th grade math class

- Incorporation of LEGO robotics promoted the development of proportional reasoning skills.
- Students applied their understanding of the distance, rate, and time relationship by completing investigations using the robots as a means to develop their proportional reasoning skills with the greatest increase being from low-performing students.
- The qualitative analysis supports the inclusion of robotics as an avenue to promote student engagement and discourse as the students develop proportional reasoning skills.

Dr. Lucas Jensen will share his work titled “The Cultural Phenomenon of Playing Pokemon Go: the World as Play Space.”

- The augmented reality game Pokémon Go gained a large social following at the start of July 2016 as players met up in real-life spaces across the globe to capture and battle Pokémon together.
- The research presented here draws on the lived-experiences of 31 players to understand the various ways they experienced the game, how play relates to our geography, and what motivated them to play.